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## Internet Protocol

From Wikipedia, the free encyclopedia

*This article is about the IP network protocol only. For Internet architecture or other protocols, see [Internet protocol suite](#).*



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(December 2013)

The **Internet Protocol** (**IP**) is the principal communications protocol in the [Internet protocol suite](#) for relaying [datagrams](#) across network boundaries. Its [routing](#) function enables [internetworking](#), and essentially establishes the [Internet](#).

IP, as the primary protocol in the [Internet layer](#) of the Internet protocol suite, has the task of delivering [packets](#) from the source [host](#) to the destination host solely based on the [IP addresses](#) in the packet [headers](#). For this purpose, IP defines packet structures that [encapsulate](#) the data to be delivered. It also defines addressing methods that are used to label the datagram with source and destination information.

Originally, IP was the [connectionless](#) datagram service in the original *Transmission Control Program* introduced by [Vint Cerf](#) and [Bob Kahn](#) in 1974; the other being the connection-oriented *Transmission Control Protocol* (TCP). The Internet protocol suite is therefore often referred to as TCP/IP.

The first major version of IP, [Internet Protocol Version 4](#) (IPv4), is the dominant protocol of the Internet. Its successor is [Internet Protocol Version 6](#) (IPv6).<sup>[*citation needed*]</sup>

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## Function

The Internet Protocol is responsible for addressing hosts and for routing datagrams (packets) from a source host to a destination host across one or more IP networks. For this purpose, the Internet Protocol defines the format of packets and provides an addressing system that has two functions: identifying hosts; and providing a logical location service.<sup>[*citation needed*]</sup>

## Datagram construction

Each datagram has two components: a [header](#) and a [payload](#). The [IP header](#) is tagged with the source IP address, the destination IP address, and other meta-data needed to route and deliver the datagram. The payload is the data that is transported. This method of nesting the data payload in a packet with a header is called [encapsulation](#).

## IP addressing and routing

*Main articles: [IP address](#) and [IP forwarding algorithm](#)*

IP addressing entails the assignment of IP addresses and associated parameters to host interfaces. The address space is divided into networks and [subnetworks](#), involving the designation of network or routing prefixes. IP routing is performed by a hosts, but most importantly by routers, which transport packets across network boundaries. Routers communicate with one another via specially designed routing protocols, either [inter or gateway protocols](#), as needed for the topology of the network.

IP routing is also common in local networks. For example, many Ethernet switches support IP multicast operations.<sup>[1]</sup> These switches use [IP addresses](#) and [Internet Group Management Protocol](#) to control multicast routing but use [MAC addresses](#) for the actual routing.<sup>[*citation needed*]</sup>

## Reliability

Internet Protocol uses the [end-to-end principle](#) in its design. Under this design, the network infrastructure is assumed to be inherently unreliable at any single network element or transmission medium and assumed to be dynamic in terms of availability of links and

### Internet protocol suite

#### Application layer

DHCP · DHCPv6 · DNS · FTP · HTTP · MAP · RC · LDAP · MGCP · NNTP · BGP · NTP · POP · RFC · RTP · RTSP · RP · SP · SMTP · SNMP · SOCKS · SSH · Telnet · TLS/SSL · XMPP · *more*

#### Transport layer

TCP · UDP · DCCP · SCTP · RSVP · *more*

#### Internet layer

IP (IPv4 · IPv6) · ICMP · ICMPv6 · ECN · GMP · Psec · *more*

#### Link layer

ARP/napr · NDP · OSFP · Tunnels (L2TP) · PTPP · Media access control (Ethernet · DSL · SDN · FDD · DOCS) · *more*

view

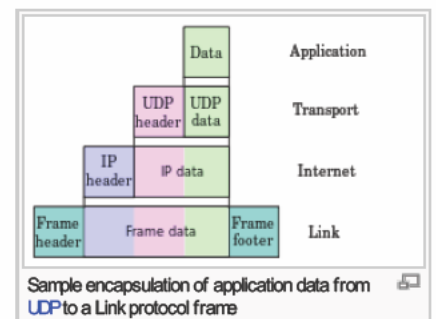


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nodes. No central monitoring or performance measurement facility exists that tracks or maintains the state of the network. For the benefit of reducing network complexity, the error-correction technique in the network is mostly located in the end nodes of each data transmission. [Routers](#) in the transmission path forward packets to the next known, directly reachable gateway matching the routing prefix for the destination address.

As a consequence of this design, the Internet Protocol only provides [best effort delivery](#) and its services characterized as [unreliable](#). In network architecture language, this is a [connectionless protocol](#), in contrast to so-called [connection-oriented](#) modes of transmission. Various error conditions may occur, such as [data corruption](#), [packet loss](#), duplication and [out-of-order delivery](#). Because routing is dynamic, meaning every packet is treated independently, and because the network maintains no state based on the path of prior packets, it is possible that some packets are routed on a different path to the destination, resulting in improper sequencing at the receiver node.

Internet Protocol Version 4 (IPv4) provides safeguards to ensure that the IP packet header is error-free. A routing node calculates a [checksum](#) for a packet. If the checksum is bad, the routing node discards the packet. The routing node does not have to notify either end node, although the [Internet Control Message Protocol](#) (ICMP) allows such notification. By contrast, in order to increase performance, and since current [link layer](#) technology is assumed to provide sufficient error detection,<sup>[2]</sup> the IPv6 header has no [checksum](#) to protect it.<sup>[3]</sup>

A error conditions in the network must be detected and compensated by the end nodes of a transmission. The [upper layer protocols](#) of the Internet protocol suite are responsible for resolving reliability issues. For example, a host may cache network data to ensure correct ordering before the data is delivered to an application.

## Link capacity and capability [\[edit\]](#)

The dynamic nature of the Internet and the diversity of its components provide no guarantee that any particular path is actually capable of, or suitable for, performing the data transmission requested, even if the path is available and reliable. One of the technical constraints is the size of data packets allowed on a given link. An application must assure that it uses proper transmission characteristics. Some of this responsibility lies also in the upper layer protocols. Facilities exist to examine the [maximum transmission unit](#) (MTU) size of the local link and [Path MTU Discovery](#) can be used for the entire projected path to the destination. The IPv4 internetworking layer has the capability to automatically [fragment](#) the original datagram into smaller units for transmission. In this case, IP provides re-ordering of fragments delivered out of order.<sup>[4]</sup>

The [Transmission Control Protocol](#) (TCP) is an example of a protocol that adjusts its segment size to be smaller than the MTU. The [User Datagram Protocol](#) (UDP) and the [Internet Control Message Protocol](#) (ICMP) disregard MTU size, thereby forcing IP to fragment oversized datagrams.<sup>[5]</sup>

## Version history [\[edit\]](#)

In May 1974, the [Institute of Electrical and Electronics Engineers](#) (IEEE) published a paper entitled "A Protocol for Packet Network Intercommunication".<sup>[6]</sup> The paper's authors, [Vint Cerf](#) and [Bob Kahn](#), described an internetworking protocol for sharing resources using packet switching among network nodes. A central control component of this mode was the "Transmission Control Program" that incorporated both connection-oriented links and datagram services between hosts. The monolithic Transmission Control Program was later divided into a modular architecture consisting of the [Transmission Control Protocol](#) at the [transport layer](#) and the Internet Protocol at the [network layer](#). The mode became known as Internet protocol suite and informally as TCP/IP.

The Internet Protocol is one of the elements that define the [Internet](#). The dominant internetworking protocol in the [Internet Layer](#) in use today is [IPv4](#); the number 4 is the protocol version number carried in every IP datagram. IPv4 is described in [RFC 791](#) [\[7\]](#) (1981).

The successor to IPv4 is [IPv6](#). Its most prominent modification from version 4 is the addressing system. IPv4 uses [32-bit](#) addresses (c. 4 billion, or  $4.3 \times 10^9$ , addresses) while IPv6 uses [128-bit](#) addresses (c. 340 [undecillion](#), or  $3.4 \times 10^{38}$  addresses). Although adoption of IPv6 has been slow, as of June 2008, a [United States government](#) systems have demonstrated basic infrastructure support for IPv6 (f only at the backbone level).<sup>[7]</sup>

IP versions 0 to 3 were development versions of IPv4, used between 1977 and 1979.<sup>[citation needed]</sup> Version 5 was used by the [Internet Stream Protocol](#), an experimental streaming protocol. Versions 6 through 9 were proposed for various protocol mode designs to replace IPv4: SIPP (Simple Internet Protocol Plus, known now as IPv6), TP/IX ([RFC 1475](#) [\[8\]](#)), PIP ([RFC 1621](#) [\[9\]](#)) and TUBA (TCP and UDP with Bigger Addresses, [RFC 1347](#) [\[10\]](#)).

Other protocol proposals named *IPv9* and *IPv8* briefly surfaced, but had no affiliation with any international standards body, and have had no support.<sup>[8]</sup>

On April 1, 1994, the [IETF](#) published an [April Foo's Day](#) joke about IPv9.<sup>[9]</sup>

## Security [\[edit\]](#)

During the design phase of the ARPANET and the early Internet, the security aspects and needs of a public, international network could not be adequately anticipated. Consequently, many Internet protocols exhibited vulnerabilities highlighted by network attacks and later security assessments. In 2008, a thorough security assessment and proposed mitigation of problems was published.<sup>[10]</sup> The [Internet Engineering Task Force](#) (IETF) has been pursuing further studies.<sup>[11]</sup>

## See also [\[edit\]](#)

- Fat IP
- List of IP protocol numbers
- Next-generation network
- Outline of the Internet

## References [\[edit\]](#)

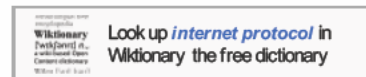
- ↑ Netgear ProSafe XSM7224S reference manual

 [Information technology portal](#)

- 2 ^ RFC 1726 [\[edit\]](#) section 6.2
- 3 ^ RFC 2460 [\[edit\]](#)
- 4 ^ S. Yan, Karanjit, *Inside TCP/IP*, New Riders Publishing, 1997, ISBN 1 56205 714 6
- 5 ^ Basic Journey of a Packet [\[edit\]](#)
- 6 ^ Vinton G. Cerf, Robert E. Kahn, "A Protocol for Packet Network Intercommunication", *IEEE Transactions on Communications*, Vol. 22, No. 5, May 1974, pp. 637-648.
- 7 ^ Council adds to IPv6 transition primer [\[edit\]](#) gcn.com
- 8 ^ The register.com [\[edit\]](#)
- 9 ^ RFC 1606 [\[edit\]](#) *A Historical Perspective On The Usage Of IP Version 9*, April 1, 1994
- 10 ^ Security Assessment of the Internet Protocol (IP) (archived version) [\[edit\]](#)
- 11 ^ Security Assessment of the Internet Protocol version 4 (IPv4) [\[edit\]](#)

## External links [\[edit\]](#)

- Internet Protocol [\[edit\]](#) on the Open Directory Project
- RFC 791 [\[edit\]](#)
- Data Communication Lectures of Manfred Lindner - Part IP Technology Basics [\[edit\]](#)
- Data Communication Lectures of Manfred Lindner - Part IP Technology Details [\[edit\]](#)



Categories: Internet Protocol | Internet layer protocols

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